

**8** •Alyakka, Gladiator Champion (121G) **1**

*The most fell of all combatants, Alyakka's name thunders throughout the coliseum.*

CHARACTER • KIZEN • MAKAL • PREDATOR • UNIT

POWER **7** TACTICS **4** DEFENSE **8**

When this character enters play from your hand at a site, you may destroy another unit here that have less power than the number of your ♣ support icons. You cause no casualties during battles here.

ILLUS. BY ILLUSTRATOR TM & © 2005 DECIPHER INC. 3 X 0

**2** Rampaging Forerunner (122E) **1**

*For a tribe without a planet, any foothold has great value.*

CHARACTER • KATAL • PREDATOR • UNIT

POWER **3** TACTICS **2** DEFENSE **4**

When this character enters play from your hand, if you have three or fewer support icons, you may download a location that has a ♣ support icon.

ILLUS. BY ILLUSTRATOR TM & © 2005 DECIPHER INC. 3 X Com

**2** Deadly Invader (123A) **4**

*The Quay's resistance to the radiation of the Asian Wasteland gave them an edge over the planet's defenders.*

CHARACTER • KATAL • PREDATOR • UNIT

POWER **2** TACTICS **1** DEFENSE **4**

• Lose 2 energy ≈ Destroy target character here that has tactics < 2. You may use this ability only during your move phase if you have more total power here than your opponent.

ILLUS. BY ILLUSTRATOR TM & © 2005 DECIPHER INC. 3 X Com

**1** Cinder Guardian (127D) **2**

*The first phase of Ulata's invasion required defense against Earther counterattacks.*



CHARACTER • KATAL • INVERTER • UNIT

POWER **1** TACTICS **1** DEFENSE **1**

• Lose 1 energy ≈ Invert this character and put the top card of your used pile into your hand.

DEFENSE **2** TACTICS **2** POWER **2**

ILLUS. BY ILLUSTRATOR TM & © 2005 DECIPHER INC. 3 X 0

**3** Limb Renders (128C) **2**

*The bloody tactics of coliseum combat hearken back to tribal wars fought on the planet Talgon.*



CHARACTER • MAKAL • PREDATOR • UNIT

POWER **2** TACTICS **3** DEFENSE **6**

• Pay 3 energy ≈ If this character is in a site battle where your opponent has only one unit, make your opponent lose 2 energy.

ILLUS. BY ILLUSTRATOR TM & © 2005 DECIPHER INC. 3 X Unc

**3** Defiant Scrapper (129G) **3**

*"Blood and death are all the Makal need to keep fighting."  
—Devakra-Sudeva, Coliseum High-Prime*



CHARACTER • MAKAL • PREDATOR • UNIT

POWER **3** TACTICS **2** DEFENSE **4**

**Quickdraw 1** (Add a • to each activated ability on a weapon beneath this character that already has at least one.)

• Lose 3 energy ≈ Put target opponent's damaged character here face down on your target stockpile asset.

ILLUS. BY ILLUSTRATOR TM & © 2005 DECIPHER INC. 3 X Rare

**2** Yahkang Fire (133E) **4**

*When selecting a fleet for the invasion of Earth, Ulata did not hesitate before asking for Yahkang.*



SHIP (CAPACITY 1) • QURIM • FIGHTER

POWER **2** TACTICS **1** DEFENSE **3**

This ship is power +1 for each battleground you control.

ILLUS. BY ILLUSTRATOR TM & © 2005 DECIPHER INC. 3 X Com

**1** Yahkang Water (134E) **4**

*The Yahkang navigators name their ships after the four basic elements in the universe.*



SHIP (CAPACITY 1) • QURIM • FIGHTER

POWER **2** TACTICS **1** DEFENSE **3**

Each time a battle begins here, if you have three or fewer support icons, you may make your opponent pay 2 energy.

ILLUS. BY ILLUSTRATOR TM & © 2005 DECIPHER INC. 3 X Unc

**4** Yahkang Wind (135E) **3**

*The Yahkang landing craft provided suppressive fire for Ulata's Makal during the assault.*



SHIP (CAPACITY 3) • QURIM • CAPITAL

POWER **4** TACTICS **2** DEFENSE **5**

This ship is power +1, tactics +1, and defense +1 for each related battleground site you control.

ILLUS. BY ILLUSTRATOR TM & © 2005 DECIPHER INC. 3 X Rare

3

Hardened Interloper (124A)

2

"Our goal was to secure this area in twelve days. We did it in eight."

CHARACTER • KATAL • PREDATOR • UNIT

POWER **3** TACTICS **3** DEFENSE **3**

**Quickdraw 1**  
Each time you use an activated ability on a weapon beneath this character, you cause attrition +2 in site battles here until end of turn.

ILLUS. BY ILLUSTRATOR TM & © 2005 DECIPHER INC. 3 X Com

2

Capable Navigator (125F)

3

The captain of each Qurim hekaton selects one of his four-man crew to receive training as a navigator and as a tech.

CHARACTER • QURIM • TECH • UNIT

POWER **1** TACTICS **1** DEFENSE **4**

**Piloting 1** (As long as this character is aboard a ship, that ship is power +1 and tactics +1.)  
Put this character on top of its owner's used pile ≈ Make target ship this character is aboard in a battle here power +2.

ILLUS. BY ILLUSTRATOR TM & © 2005 DECIPHER INC. 3 X Unc

5

Lone Rival (126B)

2

With a weapon in each hand, Tandibak needs no other Quay to fight at his side.

CHARACTER • MAKAL • PREDATOR • UNIT

POWER **6** TACTICS **2** DEFENSE **2**

As long as this character is at a site and you have no other units here, your opponent's total tactics here is -4.

ILLUS. BY ILLUSTRATOR TM & © 2005 DECIPHER INC. 3 X Com

6

Naka Shaman (130E)

3

"Steal their faces, steal their lives, steal their souls."

CHARACTER • KIZEN • MAKAL • PREDATOR • UNIT

POWER **0** TACTICS **1** DEFENSE **4**

When this character enters play from your hand, you may play target character in opponent's lost pile here to use as yours. It costs nothing to play.

ILLUS. BY ILLUSTRATOR TM & © 2005 DECIPHER INC. 3 X Rare

2

Yulak Learner

3

As an Ilha priest, Kalnada serves as one of the Qurim chieftain's many disciples.

CHARACTER • QURIM • INVERTER • UNIT

POWER **3** TACTICS **2** DEFENSE **1**

Pay 2 energy ≈ Invert this character.

**Piloting 2** (As long as this character is aboard a ship, that ship is power +2 and tactics +2.)

DEFENSE **3** TACTICS **1** POWER **0**

ILLUS. BY PHILIPPE 'HPK1' GUYENNE TM & © 2005 DECIPHER INC. 3 F 3

3

Drift Delver (132E)

3

Tunnelers such as Arang enabled the invader's strategy of seeking refuge below the planet's surface.

CHARACTER • QURIM • TECH • UNIT

POWER **2** TACTICS **2** DEFENSE **3**

When this character enters play from your hand, if you have three or fewer support icons, you may reveal your used pile and take a revealed card into your hand. If you do, shuffle your used pile.

ILLUS. BY ILLUSTRATOR TM & © 2005 DECIPHER INC. 3 X Rare

4

•Yahkangtika (136E)

3

Ulatok positioned his flagship to inspire fear. The Earthers realized their legendary defense net had been compromised.

SHIP (CAPACITY 3) • QURIM • CAPITAL

POWER **4** TACTICS **2** DEFENSE **5**

Put this ship on top of its owner's used pile ≈ Make each of your drains at related locations +1 until end of turn. You may use this ability only during your control phase.

ILLUS. BY ILLUSTRATOR TM & © 2005 DECIPHER INC. 3 X Com

4

Yahkang the Jaguar (137C)

1

The Yahkang fleet massed at Alnak Station, the Quay's first stronghold in the Solar System, before leaving for Earth.

SHIP (CAPACITY 4) • KATAL • CAPITAL

POWER **4** TACTICS **3** DEFENSE **6**

Characters aboard this ship don't count against its capacity.  
At each related site, your opponent's total tactics is -1 for each of your predators at that site.

ILLUS. BY ILLUSTRATOR TM & © 2005 DECIPHER INC. 3 X Rare



0

Kangaska (138C)

2

*The Quay flame support weapon, named for a mythical fire beast of ancient lore, is effective against exposed troops.*



WEAPON (CHARACTER) • RANGED

• Pay 1 energy ≈ Choose target character in a site battle here. Damage target if its defense < **D** + 2.

ILLUS. BY ILLUSTRATOR    TM & © 2005 DECIPHER INC.    3 X Com

0

•Beyond All Control (139G)

6

*Some gladiators become too fierce for the handlers to subdue. These moments both excite and frighten spectators.*



ORDER (USED)

Make your opponent return one of his or her units to his or her owner's hand from target location where your opponent has four or more units.

ILLUS. BY ILLUSTRATOR    TM & © 2005 DECIPHER INC.    3 X Com

0

•Claiming Territory (140D)

6

*A landing craft on Earth's surface is but the first step in Ulatak's plan.*



ASSET • STOCKPILE

At the end of each of your opponent's turns, if you have three or more inverted units at battlegrounds, and there are two or fewer cards stacked here, you may make your opponent lose 1 energy and stack that card face down on this asset.

ILLUS. BY ILLUSTRATOR    TM & © 2005 DECIPHER INC.    3 X Unc

1

Lookout (144A)

6

*"The twolegs in their protective armor will be easy marks for ambushes."*



INTERRUPT (USED)

Each player puts his or her used pile on top of his or her reserve.

ILLUS. BY ILLUSTRATOR    TM & © 2005 DECIPHER INC.    3 X Unc

2

Illusionary Foe (145B)

1

*Quay shamans draw enemy fire using manifestations called Naka.*



ASSET

Lose 2 energy ≈ The next time your unit would be destroyed during a battle this turn, put that unit in its owner's hand instead. You may only use this ability once each battle.

ILLUS. BY ILLUSTRATOR    TM & © 2005 DECIPHER INC.    3 X Unc

3

Saboteur (146E)

6

*Cutting power to Earther defenses was a priority for Ulatak's attack team. Without a sensor grid, tracking the Quay underground would become nearly impossible.*



CHARACTER • KATAL • INVERTER • UNIT

POWER **2**    TACTICS **2**    DEFENSE **2**

When this character enters play from your hand, if you have six or more inverted cards, you may invert it.

• Revert this character ≈ Your drains are +2 at related sites until end of turn.

DEFENSE **+**    TACTICS **+**    POWER **+**

ILLUS. BY ILLUSTRATOR    TM & © 2005 DECIPHER INC.    3 X 0

3

•Bedlam (150D)

4

*"Holder assumes all risks and dangers incident to the event for which the ticket is issued, whether occurring prior to, during or after the same." —Coliseum Ticket Disclaimer*



ASSET

Each card you play costs one more ♣ support icon to play.

Each of your opponent's units is tactics -1.

ILLUS. BY ILLUSTRATOR    TM & © 2005 DECIPHER INC.    3 X Rare

2

•Rubah, Shaman of Naka (169D)

3

*"Did you hear the stories about some of our boys killing each other? Howler quarantined my entire B unit because they wouldn't stop talking about it." —Captain Bertran, CGC*



CHARACTER • KIZEN • QURIM • UNIT

POWER **1**    TACTICS **+**    DEFENSE **+**

Each time a battle begins here, you may pay 3 energy. If you do, add the power and game text of target opponent's character here to this character until end of turn.

ILLUS. BY ILLUSTRATOR    TM & © 2005 DECIPHER INC.    3 X Preview

1

Bikarrh Wielder (141D)

2

*In the coliseum, often a Quay has only his valor and his bikarrh on which to depend.*

CHARACTER • MAKAL • INVERTER • UNIT

POWER **1** TACTICS **1** DEFENSE **1**

• Pay 2 energy ≈ Invert this character and add 2 to the destiny of each card you reveal for destiny using an activated ability of a weapon until end of turn.

DEFENSE **2** TACTICS **2** POWER **2**

ILLUS. BY ILLUSTRATOR TM & © 2005 DECIPHER INC. 3 X U

0

•Overrun (142C)

6

*Sheer numbers often trump sheer power.*

INTERRUPT (Lost)

Make your total power in target site battle +2 for each battleground you control.

ILLUS. BY ILLUSTRATOR TM & © 2005 DECIPHER INC. 3 X Unc

0

Remove the Vermin (143A)

5

*"We will have to remove the indigenous species if we are to remake this world as our own."*

INTERRUPT (Lost)

Make your opponent's casualties +2 in target battle.

ILLUS. BY ILLUSTRATOR TM & © 2005 DECIPHER INC. 3 X Unc

3

Manifestation (147F)

2

*A Naka can take many forms, including that of a fallen foe.*

ASSET (CHARACTER)

You may play this asset beneath your opponent's character.

Dismiss this asset ≈ The next time this character is destroyed this turn, you may play it to use as yours at the location of your target kizen. It costs nothing to play.

ILLUS. BY ILLUSTRATOR TM & © 2005 DECIPHER INC. 3 X Rare

1

•Advance to Refuge (148D)

4

*Humans build up. Quay build down.*

ORDER (Lost)

Reveal the top X cards of your reserve, where  $X = 7 -$  the number of your locations. Play any locations revealed. Shuffle your reserve. If you played no locations, you may make target ship or unit tactics -2 until end of turn.

ILLUS. BY ILLUSTRATOR TM & © 2005 DECIPHER INC. 3 X Rare

0

Next Step (149A)

6

*The second phase of Ulatak's plan went into effect upon the arrival of Howler's Daggers.*

INTERRUPT (Lost)

The player or players who have the least total power in target battle at a site damage one of their units there.

ILLUS. BY ILLUSTRATOR TM & © 2005 DECIPHER INC. 3 X Unc